



BATTLE MORPH



GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAGUAR CD

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- If the CD becomes dirty, turn it under running tap water and dry with rubbing it in hand. Do not use soap or detergent. Do not rub with or use hair dryer or other heat sources.
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- Be sure to hold the disc at the center when inserting into the CD player.
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THE STORY SO FAR

Thirty years ago, the human star colonies were besieged by the Pernians. Dozens of worlds were infested with Pernian creatures. Colonists sealed precious secrets into pods to keep them from being captured. With off-Earth cybo-morphing technology, Earth managed to create a new type of fighter to fight off the Pernians and recover the pods – the TannmoGriffon, or TGriffon. The Pernians were pushed back to their own galaxy, but at great cost to the human worlds.

The Earth Defense Council decided it could not risk another invasion, and built a fleet of Battle Cruisers to patrol the colonies. At first, the patrols were quiet. But then, Battle Cruisers near the Pernian Star Cluster began to disappear. Others reported signs of Pernian activity across eight different clusters of worlds before they too were lost. Fearing the worst, the Defense Council ordered the last patrol ship, the Battle Cruiser Switzerland, into the Pernian Star Cluster on a search and destroy mission.

The Switzerland carried a secret weapon though – a new secret of the Legion known as the War Orbion.



With morphing technology, weapon upgrades, custom weapon bays, and built-in satellite mapping hookups, it is the ultimate infiltration fighter. Armed with the War Giffon, the Sutherland has the best chance of eliminating the Fenrians once and for all.

Unfortunately, by the time the Sutherland finally reached the Fenrian cluster, she had used up almost all her plasma warp. Plasma must be found if the Sutherland is to have enough energy for her warp drives. The Fenrian generals have been hoarding the plasma in each planet cluster, making it difficult to recover more. Your job is to pilot the War Giffon and clear out each of the eight clusters of Fenrian worlds, until the plasma you find can carry the Sutherland into the Fenrian cluster.

Intelligence Agents report that planet Fenrich is the home world and birthplace of the Fenrian menace. This living planet breeds warriors and supplies for the thousands, and must be stopped before it creates another invasion fleet that could wipe out the human colonies and the rest of the galaxy as well.



GETTING STARTED

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1. Insert your *Battlemorph* CD into the Jaguar CD Multimedia Player and close the lid.
2. Insert the *Battlemorph* overlay in the Jaguar controller's keypad slot.
3. Press the **Power** button.
4. Press the **1** button to skip past the **Title** screens and start the game.

Languages

To change the language: From the **Title** screen, press the **Option** button to go to the **Options** screen and highlight the box that says **English**. Press the **1** button to change to French or German. The language setting will be saved on the *Memory Track* cartridge if you have one installed.

Starting A Game

To start a game, press any button until you get to the **Select Game** screen. If you are playing for the first time,



you will need to start a new game, first select a slot and press the **A**, **B** or **C** button. You will be asked to enter a name. If you make a mistake, the red arrow will take you back a space. The green check will confirm your name. Your progress will be saved under this name as long as you have a Memory Track cartridge installed. Then you will need to select a difficulty setting.

Memory Track

The Memory Track cartridge will save five games, all of your weapons, and high score. If you do not have a Memory Track cartridge plugged in, the message "No Memory Track Found" will appear on the Title screen and nothing will be saved.

Erase

If you want to start a new game but there are no slots available, you can erase a game. Select **Erase** and press the **B** button. Select **Erase** again and press the **B** button again to confirm and completely erase the selected game.



Briefing Screen

Once you have chosen a planet, you will be briefed on what to do. If you change your mind, you can go back to the **Planet Select** screen by selecting **Reject**. Otherwise, read the briefing carefully and select **Accept**.

Weapon Select Screen

Now you can arm your War Galleon for the mission. Your War Galleon can only carry four weapons at a time, in addition to the built-in twin shot weapon, so choose carefully. Until you find some new weapons later in the game, you may not have a weapon for every bay. You cannot choose a weapon more than once. If you want to read your briefing again before going down to the planet, select **Brief**. Otherwise, select **Launch**.

Game Controls

Game controls are completely configurable from the **Options** screen. You can use the default controls or customize your own. Also, you can use a ProController if you have one.





- A** Move forward
- B** Fire
- C** Move backward
- Jumped** Move up/down, then left/right
- Option** Map mode
(see below for details)
- Pause** Pauses the game. While paused, press the **Option** button and you'll be able to adjust all options. Select **Exit** to resume play.

Buttons **1**, **2**, **4**, and **6** select your weapons. Corresponding weapon keys **A**, **B**, **C** and **D**. (On the ProController, buttons **1**, **2**, **4**, and **6** select your weapons.)

Button **3** selects twin shot
(Button **F** on the ProController)

Buttons **5** and **7** are top view close and far
Press the same button again to exit
(Buttons **5** and **7** on the ProController)



Button **Y** selects view mode
(Button **3** on the ProController)

Button **Z** toggles cross hair
(Button **5** on the ProController)

Game Reset To reset the game at any time, press the **Y** and **Z** buttons to go back to the beginning



Options Screen



Press the **Options** button at any time. (Or press the **Pause** button and then press the **Options** button during a game) to access the **Options** screen. All options will be saved on your memory board. If you have one installed.

CONTROLLER Customize your controls or assign the three special control features. To customize, select an action with the **Joypad**, and press the button you want to do that action. If you want to switch back to the default controls, select **Reset** and press the **Y** button. When done, select **Exit** and press the **Y** button.

VOLUMES Adjust these volumes by moving the sliding bar left or right.

PLAYER Player's engines and shots.

CINEMAS Films when they play.

MUSIC, EFFECTS, and SFX Items during gameplay.

INSTRUCTIONS Instructional speech during secondary screens.

FLMS You can turn off the films if you wish. (They can also be toggled by pressing the **Y** button; they are set to on.)



Completing A Mission

To complete a mission, remember three things:

1. What is my goal? You can always check your **Map** screen for a reminder of what to do.
2. How do I get there? The yellow arrow on your radar will always point to your objective, but does not always tell you which way to go. Keep an eye open for tunnels, teleporters, and underwater areas and use your map to find the way. The white pointer on your **Map** screen comes in handy for finding your way.
3. How do I get back? Once you have completed your objective, you must go back to the drop zone to get off the planet. The yellow arrow on your radar will point you there, and the quit appears on your map as a yellow X.

Returning To The Sutherland

Unless you are on a bonus world, you must complete your mission before you can return to the Sutherland for your debriefing. If you lose a drop before you complete the mission, you will start your next ship at the drop zone. If you lose a ship after completing a mission, you do not return to the planet. Instead, you go to the debriefing room. If you get off the planet alive, you can return to the Sutherland for a debriefing and to select your next planet.

The Debrief Screen



Tells you your current game status, information on the success of your mission, and any new weapons you may have found. From here you can press any key to select your next planet. Your progress will automatically be saved when you exit the Debrief screen as long as you have a Memory Track installed.



Map Screen

Press the **Option** button to get into or out of map mode. Your map shows the landscape of the world, including bridges. (Note: The edges of the map "wrap around," just as you can fly completely around the world.) Mountains above ceiling height are drawn in black, so you will have to fly around them. You can move your pointer around on the map screen, and your radar's white arrow will point to it.

Turret
structure



Drop zone



Power station



War Crater



Teleporter



Objective



DISPLAYS



View Screen

- 1 **RADAR** Skulls are enemies (red for hostile and green for passive). Enemy shots appear as red dots. Diamonds are powerups. Rectangles are special buildings like planet cloakers. Powerups and special buildings only show up when you have enhanced-sensing (see powerup below). **NOTE** Skulls for enemies that are carrying

powerups will have yellow eyes on the radar! The white, open arrow points to your pointer on the Map screen (see Map screen below). The yellow closed arrow points to your objective(s). If you have completed your objective, the yellow arrow points to the exit.

- 3 SHIPS/SOUL: A count of your extra ships. This is also where Skyler, your on-board computer, will appear if she has any important messages for you.

- 4 SCORE: Your current score.

- 5 PANEL: The large instrument panel at the bottom of the screen is loaded with information you need.

Speed: This shows your current speed forward or backward.

Altitude: This shows your current altitude (blue) and the landscape altitude (yellow). You cannot fly above maximum altitude.

Energy: If you crash or are shot, you lose some. Lose all your energy and your ship is destroyed.

- 6 WEAPON: The circle in the middle will light up if you have rapid fire on.

- 7 SPECIAL ITEMS: Self-procs, batteries, keys and weapon fragments.



POWERUPS

You can pick up any powerup by flying into it with your War Griffin.



AMMO: It is for the weapon type pictured on the ammo powerup. Some of these are cyclic and will change from one weapon type to another. (If you have multiple weapons slots, they will appear as ammo on cyclic ammo.)



HINT POD: Pick them up for a hint.



DATA POD: You need to collect these—they contain important data.



WEAPON FRAGMENT: Collect four to get a new weapon.



MAGAZINE: Pick these up and you can carry more ammo for each of your weapons!

KEY: You may find large, colored keys. There are three types (red, yellow, blue). These can open locked security doors, panels, or security domes on the landscape.



BATTERY: A power station will only work if there is a battery in it. To put a battery into a power station, fly slowly through it.



RAPID FIRE: You can fire twice as fast for the rest of the level.



ENHANCED SCAN: Your radar will show coverages and enemy hostility for the rest of the level.



SHIELDING: Pick this up to increase your energy barrier 10 percent.



POWER RING: Fly through these to increase your energy to maximum.



SPEED RING: These rings like sucking power rings. Fly through these to go super fast. While going super fast, your ship cannot take any damage, but it wears off after a while. You can press the E button (onkeymove) to stop going super fast.

ENTER SHIP: If you see a gold-colored ship on the screen, pick it up. It's an extra ship!



SPECIAL BUILDINGS



POWER STATION When a power station has a battery full, it will send power along a power line. The power line can connect to a variety of things. You may need to turn a power station off or on in order to proceed (for example, if it powers a force field or a teleporter). Simply pick up the battery to turn off a power station, or drop a battery into one if you want to turn it on. (Just go slowly through the middle.)



POWER LINE These floating dotted lines connect power stations to other items. They are black if off, or pulsing green if on. Follow them if you need to find a power station.

TELEPORTER Fly into a teleporter to see where it goes.

FORCE FIELD Force fields appear as shimmering yellow curtains. Nothing can get past a force field, so if you want to get by one, you'll either have to turn it off (see power station) or go around it somehow.

SECURITY DOME: Only a key of a matching color will open a security dome. They can completely seal off a power station or other item, so keep an eye out for those keys!

PLANET CLOAKER: These special buildings can hide entire planets from the Federation's scanners. Blow them up to reveal bonus worlds on the **Planet Select** screen!

BRIDGE: Trains, trucks, and tanks can all drive across bridges. If you destroy a bridge, they will frequently drive off them to their death. Bridges can be attacked from below water as well as above.

ICE CAP: Occasionally, the surface of a lake or stream will be covered by a tough barrier, like a sheet of ice. Watch for holes that allow you to go into the water - there's usually something good inside.

DEPOT: Trucks carrying useful items frequently stop off in depots. Although these buildings are indestructible, you may be able to get the trucks to come out.

RAIL: Tanks will come out of these, so destroy them if you find any.





ABRCADE Righters will come out of Baneblades and carefully at the moving part to take them out.



GOY BLADE This thing is like an aircraft carrier in the air - sturdy and deadly. If you take one on, there are you have plenty of ammo. They launch fighters.



BLD Baneblades come out of these, so blow them up if you find any.



TUNNEL ENTRANCE Keep your eye open for these - they lead underground and are often the way to controlling an objective. Many tunnels have an exit as well, allowing you to travel from one area to another.

CHOMPING DOOR When traveling through tunnels, watch out for these. Time your movement so you don't get bit.

SECURITY DOOR Its doors in tunnels require a key before they will open up. Make sure you have the right color key and they should open for you.



DOOR SWITCH Some doors operate on a switch. If it's red, the door will not open. Shoot the switch to activate it – it will turn green, and the door will open.



LANDSCAPE FEATURES

Water Types

SHOULDER (Blue) Be sure to check underwater – you can usually find powerups or even objectives hidden under water. Watch out for sails and nets, though.

HEALING (Light Blue) The War Griffin can actually absorb energy from light blue energized water. It's rare, but can really help you recover from a fight.

SLICK (Yellow) This fluid is extremely viscous. The War Griffin can move through it as fast as air.

ACID (Red) And will slowly damage your ship and can even destroy it if you stay in too long. Only go in if you have to, and keep an eye on your power meter.

Tunnels



Layers of rock
spurred tunnels
black with other
lights, so you
can't change spots
or use your flash
while in a tunnel –
you will be forced
into dodging while
while in them.
Tunnels have
several door types
you will need to
get by – security

doors only open with the right colored key. Chomping
doors require careful timing to get past them. Some
chomping doors will not open unless you come from the
other side of the tunnel or complete an objective. Other
chomping doors will only open when you shoot a switch
on the wall. Tunnels can dead-end, but sometimes a dead
end is actually just a thin wall that can be shot out.



ENEMY TYPES

POODLE. These guys are harmless, and occasionally drop energy when shot.



KAWIGAZE. Watch out for these – they'll try to sink your ship.



LEECH. Leeches suck. Literally. If one gets on your ship, it will drain off energy. Dive underwater or go through a teleporter or tunnel to get rid of them (use your map to find the nearest one).



LAHOTT. Guard your weapons closely, or these guys will steal them! If one gets on you, try to get it off (see Leech). Otherwise, it will take one of your weapons. Shoot or run them to recover your weapon. Otherwise, you won't get that weapon back until you fix a ship or return to the Sutherland.



ROASTER. These fiery enemies shoot at you, and are quite evasive.

ROH. These plentiful subcreatures are harmless and full of energy.



TOOP Don't let them get too close. They'll eat you.

RAA This sophisticated sea fighter shoots back.

SUB Silent and deadly, they fire homing missiles and are quite sturdy.

DESTROYER These ships patrol the water surface, firing shots or missiles from above and dropping mines below.

WAX One type fires shots, another fires missiles. At least they can't fly.

TURTLE Like tanks, turtles fire shots or missiles, but they don't move around.

TRAW These boats can carry gun or missile launching targets, but can also carry powerups. The cars are indestructible, so approach with caution and remember to take out their bridges.

TRUCK Powerups can often be found on the back of these.
TRUDGER Descendants of pod snatchers, these three-legged flyers carry things from here to there.

WING If you stand and wait, watch out. If you get too close, it'll explode. Shoot or avoid.



STEALTH This creature likes to pop up and snare anything that flies overhead, so watch out. Camouflage makes these guys hard to spot, but they are pretty soft if you can hit them.

GUARD Ever vigilant, guards will shoot at anything that approaches. What's worse, if they aren't shooting, they remain closed up and indestructible. Shoot them when they are open, or try to sneak past them.

WIND They can blow so hard even a War Giffon can't get by them. Don't get blown into a mountain - try to find a power station to shut them off.

LANDMINE See giant armored spikes, these pop out of the ground at inopportune times. They can't be destroyed, so fly carefully.

ROCK Big, brown, snake-like and deadly. Mountains are no obstacle for these massive beasts. If you can't find them, destroy them before they can hit your ship.

TURRET GUN When bullets are flying across a tunnel or cavern, these automatically fire back. Shoot them. Nobody if you can't hold their shot.



HINTS AND TIPS

The First Cluster: Make sure you destroy the planet cloaker building on planet Penates, before you let off the detonator. It looks like a tall needle with a tiny crystal at the top. Saylor will say "Cooling down" when you destroy it. When you go back to the Planet Select screen, Japhis planet, Dypthos, will be there. This is a bonus world, and it has a magazine on it. Be sure you get the magazine before you leave. Saylor will say "Extra ammo" when you pick it up. When you play the last world (Japhis), you'll have to kill the General – a giant bee. Don't get too close to him – he drops mines and is deadly to the touch. Keep shooting him with twin shots until he dies, then pick up his plasma and return to the Sutherland for a warp to the next cluster.

Enemies: In general, don't go after enemies unless they are near something you want. If you keep moving, they'll generally leave you alone. Use your decoys, especially against enemies that shoot. Use cruise bombs against ground enemies for a quick kill. Use buildings and hills for cover – if an enemy can't see you, it can't shoot you, and you may be able to take them out with special weapons like mortars or cruise bombs. Beware of homing missiles, bandits and kamikaze



Buildings: Don't crash into buildings – they do serious damage. One cruise bomb will take out most of the building in the game. Buildings often have powerups in them, so don't be afraid to check. If you have enhanced scanning, you can see powerups even if they are in buildings, so watch your radar. Be sure to blow up any planet cloaker buildings you find. Power stations, security domes, force fields and tunnel entrances are indestructible, so don't bother trying to destroy them.

Planets: Read the briefing before committing to a world. You'll want to complete worlds with weapon tests as early as possible to get the weapon right away. Once you go down to a planet, you can't go back until you complete your objective, so make sure you are ready for that planet. Pay bonus worlds when your ammo is low so you can fill up your weapons.

Map Mode: First of all, remember that the map wraps around both ways – if there are no mountains in your way, you can fly completely around a world. Remember, the objective arrow points to the objective but does not always show you how to get there, so check the map to find the best route. The pointer can be useful for marking features that are not objectives – get into the habit of using it. For example, marking a power station, an entrance



to a narrow canyon, or the hole in an ice cap are all good uses of the pointer. Remember, even moving objectives will be marked on your map, so check it often.

Weapons: Decoys are one of your most powerful weapons, even though they can't kill. Use them to avoid boring nitides and kamikazes. Use them to lure enemies up or distract them, and then take them out before your decoy expires. Decoys can even pick up powerups, go through force fields or set off speed traps and power-ups for you. Mines and mortars have a large area effect, so use them on densely populated enemies or buildings. You can control the range of mortars – the longer you hold the button, the farther the shells go, so watch your cross hairs to judge range. Some weapons are particularly effective against henchmen and leeches. Some weapon ranges are affected by your speed, so try some experiments. Not all weapons are required objectives – keep your eyes open for super weapon technology!

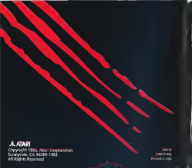
Try Again: If you are using a Memory Track cartridge and are not happy with the way you played a world, reset your game before leaving the **Debrief** screen. It will not save that planet to the Memory Track unless you exit the **Debrief** screen, so this will give you a chance to play that world again.



Other Hints

- Keep moving – it confuses enemies and helps you find more powerups
- Don't be afraid to fly fast, you have good brakes
- Be careful when flying backwards so you don't hit buildings
- Fish are a good source of energy
- The top down view is useful for flying in narrow corridors
- Power cables lead to power stations or other powered items
- Enemies often go somewhere worth investigating
- Use speed rings to destroy buildings or enemies!
- Back up slowly when fighting enemies that try to run or grab you
- Search and boss planets for rapid fire and other powerups
- If you go under an ice cap, remember how to get out
- Explore worlds thoroughly especially before blowing them up with a detonator





A. ADAM

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